EXHIBIT 008

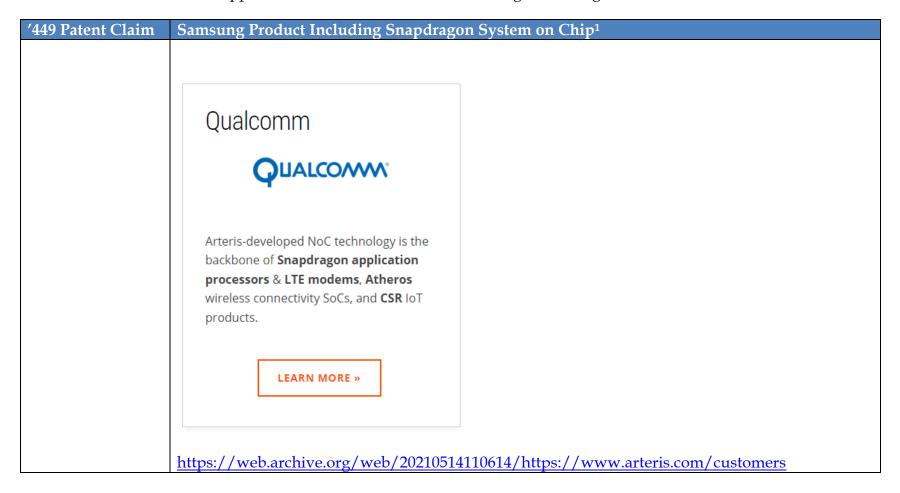
'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹	
10. Method for exchanging	Without conceding that the preamble of claim 10 of the '449 Patent is limiting, Samsung Galaxy Z Flip 4 (hereinafter, the "Samsung product") performs a method for exchanging messages in an	
messages in an integrated circuit	integrated circuit comprising a plurality of modules, either literally or under the doctrine of equivalents.	
comprising a plurality of modules,	The Samsung product includes an integrated circuit. For example, the Samsung product includes the Qualcomm Snapdragon 8+ Gen 1 Mobile Platform system on chip (hereinafter, the "Snapdragon SoC").	
	Samsung Galaxy Z Flip4	
	Powered by Snapdragon 8+ Gen 1 Mobile Platform	
	Get the phone that claps back. The Snapdragon 8+ Gen 1 powered Galaxy Z Flip4 from Samsung Mobile has launched in style. This sleek, pocket-sized smartphone allows you to snap hands-free photos with Flex Cam, makes checking notifications a breeze with its cover screen, and comes in a wide array of colors. Plus, take selfies with the Rear Camera while the Cover Screen gives you a real-time preview. Check yourself from afar with a full-screen view finder, or tap to see the original ratio to make sure everyone is in frame.	
	https://www.qualcomm.com/snapdragon/device-finder/samsung-galaxy-z-flip4	

¹ The Samsung product is charted as a representative product made used, sold, offered for sale, and/or imported by Samsung. The citations to evidence contained herein are illustrative and should not be understood to be limiting. The right is expressly reserved to rely upon additional or different evidence, or to rely on additional citations to the evidence cited already cited herein.

'449 Patent Claim	Samsung Product Including Sr	napdragon System on Chip ¹	
	Qualcomm Kryo CPU; Qualcon	s a plurality of modules, for examp nm Hexagon Processor; and Platfo t & Services, Secure Processing Un	orm Security Foundations,
	Gen 1 Artificial Intelligence	Camera	СРИ
	Qualcomm* Adreno" GPU	Qualcomm Spectra" Image Signal Processor	Kryo CPU
	Qualcomm* Kryo** CPU	 Triple 18-bit ISPs Up to 3.2 Gigapixels per Second computer vision ISP 	 Up to 3.2 GHz*, with Arm Cortex-X2 technology 64-bit Architecture
	Qualcomm" Hexagon" Processor • Fused Al Accelerator • Hexagon Tensor Accelerator	(CV-ISP) Up to 36 MP triple camera @ 30 FPS with Zero Shutter Lag	Visual Subsystem
	Hexagon Vector eXtensions Hexagon Scalar Accelerator Support for mix precision(INT8+INT16) Support for all precisions (INT8, INT16, FP16) Qualcomm* Sensing Hub	 Up to 64+36 MP dual camera @ 30 FPS with Zero Shutter Lag Up to 108 MP single camera @ 30 FPS with Zero Shutter Lag Up to 200 Megapixel Photo Capture 	Adreno GPU Vulkan* 1.1 API support HDR gaming (10-bit color depth, Rec. 2020 color gamut) Physically Based Rendering
	Qualcoriiii Serbing Fab	Rec. 2020 color gamut photo and video capture	Volumetric Rendering
	5G Modem-RF System	Up to 10-bit color depth photo and video capture	Adreno Frame Motion Engine
	Snapdragon* X65 5G Modem-RF System	8K HDR Video Capture + 64 MP Photo Capture	 API Support: OpenGL* ES 3.2, OpenCL* 2.0 FP, Vulkan 1.1
	5G mmWave and sub-6 GHz, standalone	10-bit HEI ^C : HEIC photo capture, HEVC video capture	Hardware-accelerated H.265 and VP9 decoder
	(SA) and non-standalone (NSA) modes, FDD, TDD Dynamic Spectrum Sharing	Video Capture Formats: HDR10+, HDR10, HLG, Dolby Vision	 HDR Playback Codec support for HDR10+, HDR10, HLG and Dolby Vision
	 mmWave: 8 carriers, 2x2 MIMO 	8K HDR Video Capture @ 30 FPS	
	Sub-6 GHz: 4x4 MIMO	4K Video Capture @ 120 FPS	Security
	Qualcomm* 5G PowerSave 2.0	Slow-mo video capture at 720p @ 960 FPS	Platform Security Foundations, Trusted Execution
	Qualcomm* Smart Transmit* 2.0 technology Qualcomm* Wideband Envelope Tracking	Bokeh Engine for Video Capture	Environment & Services, Secure Processing Unit (SPU)
	Qualcomm* Wideband Envelope Tracking Qualcomm* AI-Enhanced Signal Boost	Video super resolution	Trust Management Engine
	Global 5G multi-SIM	Multi-frame Noise Reduction (MFNR)	Qualcomm* wireless edge services (WES) and
	Downlink: Up to 10 Gbps	Locally Motion Compensated Temporal Filtering	premium security features
	Multimode support: 5G NR, LTE including CBRS, WCDMA, HSPA, CDMA Ix, EV-DO, GSM/EDGE	Multi-Frame and triple exposure staggered/digital overlap HDR dual-sensor support	Qualcomm* 3D Sonic Sensor and Qualcomm* 3D Sonic Max (fingerprint sensor)
	WODINA, FISHA, ODINA IX, EVIDO, GSIVI/EDGE	Al-based face detection, auto-focus, and	Qualcomm* Type-1 Hypervisor

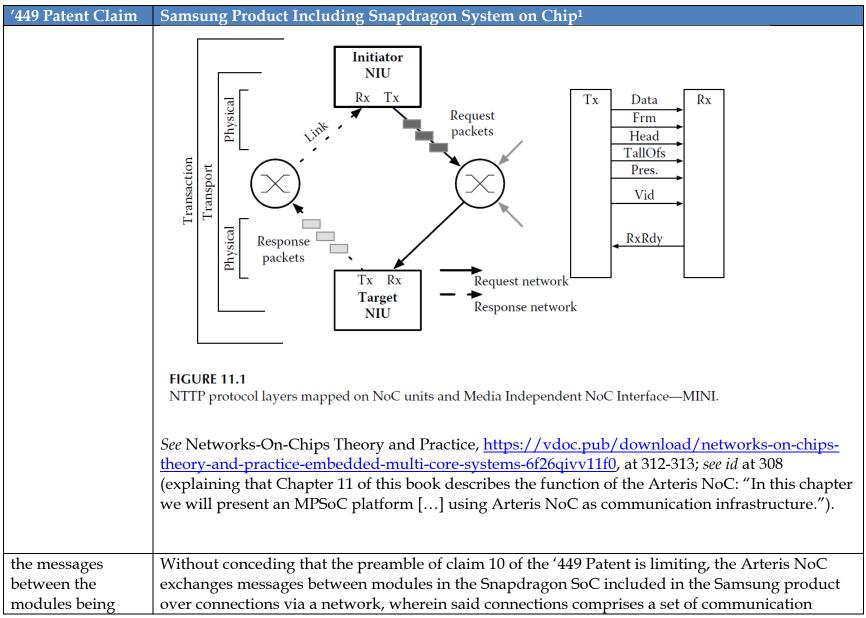
	Samsung Product Including Sn	apdragon System on Chip ¹	
	Wi-Fi & Bluetooth°	auto-exposure	Charging
	Qualcomm* FastConnect** 6900 System	Audio	Qualcomm* Quick Charge* 5 Technology
	 Wi-Fi Standards: Wi-Fi 6E, Wi-Fi 6 (802.11ax), 	Qualcomm Aqstic" audio codec (WCD9385)	
	 Wi-Fi 5 (802.11ac), 802.11a/b/g/n Wi-Fi Spectral Bands: 24 GHz, 5 GHz, 6 GHz 	New Qualcomm Aqstic smart speaker amplifier	Location
	Peak speed: 3.6 Gbps	(WSA8835) Total Harmonic Distortion + Noise (THD+N), Playback:	GPS, Glonass, BeiDou, Galileo, QZSS, NavlC capable
	Channel Bandwidth: 20/40/80/160 MHz	-108dB	Dual Frequency GNSS (L1/L5)
	8-stream sounding (for 8x8 MU-MIMO) MIMO Configuration: 2x2 (2-stream)	Qualcomm® Audio and Voice Communication Suite	Sensor-Assisted Positioning
	MU-MIMO (Uplink & Downlink)	Display	 Urban pedestrian navigation with sidewalk accuracy
	 4K QAM OFDMA (Uplink & Downlink) 	On-Device Display Support:	Global freeway lane-level vehicle navigation
	 4-Stream (2x2 + 2x2) Dual Band Simultaneous (DBS) Wi-Fi Security: WPA3-Enterprise, WPA3- Enhanced 	 4K @ 60 Hz QHD+ @ 144 Hz 	Memory
	Open, WPA3 Easy Connect, WPA3-Personal	Maximum External Display Support:	Support for LP-DDR5 memory up to 3200 MHz
	Integrated Bluetooth	up to 4K @ 60 Hz	Memory Density: up to 16 GB
	 Bluetooth Features: Bluetooth* 5.3, LE Audio, Dual Bluetooth antennas 	 10-bit color depth, Rec. 2020 color gamut HDR10 and HDR10+ 	General Specifications
	 Bluetooth audio: Snapdragon Sound" Technology with support for Qualcomm" aptX" Voice, aptX 	Demura and subpixel rendering for OLED Uniformity	Full Suite of Snapdragon Elite Gaming" features
	Lossless, aptX Adaptive, and LE audio		4 nm Process Technology
			USB Version 3.1; USB Type-C Support
	Certain optional features available subject to Carrier and OEM selection for an additional fe Snapdragen, Qualcomm, Qualcomm Hexagon, Qualcomm 5G PowerSave, Qualcomm Ko Qualcomm Type-1 Hypervisor, Qualcomm Adieno, Qualcomm Sensing Hub, Qualcomm Technol and/or its subsidiaries. Qualcomm wireless adge services are offered by Qualcomm Technol	yo, Qualcomm Smart Transmit, Qualcomm Wideband Envelope Tracking, Qualcomm Al-Enh O Sonic Max, Qualcomm FastConnect, Snapdragon Sound, Qualcomm aptX, Snapdragon Ell	
	https://www.qualcomm.com/c		

U.S. Patent No. 7,373,449 (Radulescu and Goossens)



'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	Certain Arteris Technology Assets Acquired
	by Kurt Shuler , on October 31, 2013
	Arteris to continue to license, support and maintain Arteris FlexNoC® interconnect IP
	SUNNYVALE, California — October 31, 2013 — Arteris Inc., a leading innovator and supplier of silicon-proven commercial network-on-chip (NoC) interconnect IP solutions, today announced that Qualcomm Technologies, Inc. ("Qualcomm"), a subsidiary of Qualcomm Incorporated, has acquired certain technology assets from Arteris and hired personnel formerly employed by Arteris.
	66 Arteris NoC technology has been and will continue to be a key enabler for
	creating larger and more complex chips in a shorter amount of time at a
	lower cost. This acquisition of our technology assets represents a validation
	of the value of Arteris' Network-on-Chip interconnect IP technology.
	ARTERİSIZ
	K. Charles Janac, President and CEO, Arteris
	https://www.arteris.com/press-releases/Qualcomm-Arteris-asset-acquisition-2013_oct_31; https://www.fiercewireless.com/tech/qualcomm-acquires-arteris-noc-tech-assets-team
	The Arteris NoC exchanges messages in the Snapdragon SoC included in the Samsung product.
	For example, in the Arteris NoC, "[m]ost transactions require the following two-step transfers," including "[a] master send[ing] request packets" and "the slave return[ing] response packets":

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	11.3.1.1 Transaction Layer
	The transaction layer is compatible with bus-based transaction protocols used for on-chip communications. It is implemented in NIUs, which are at the boundary of the NoC, and translates between third-party and NTTP protocols. Most transactions require the following two-step transfers:
	A master sends request packets.
	Then, the slave returns response packets.
	As shown in Figure 11.1, requests from an initiator are sent through the master NIU's transmit port, Tx, to the NoC request network, where they are routed to the corresponding slave NIU. Slave NIUs, upon reception of request packets
	on their receive ports, Rx, translate requests so that they comply with the protocol used by the target third-party IP node. When the target node responds, returning responses are again converted by the slave NIU into appropriate response packets, then delivered through the slave NIU's Tx port to the response network. The network then routes the response packets to the requesting master NIU, which forwards them to the initiator. At the transaction level, NIUs enable multiple protocols to coexist within the same NoC. From the point of view of the NTTP modules, different third-party protocols are just packets moving back and forth across the network.

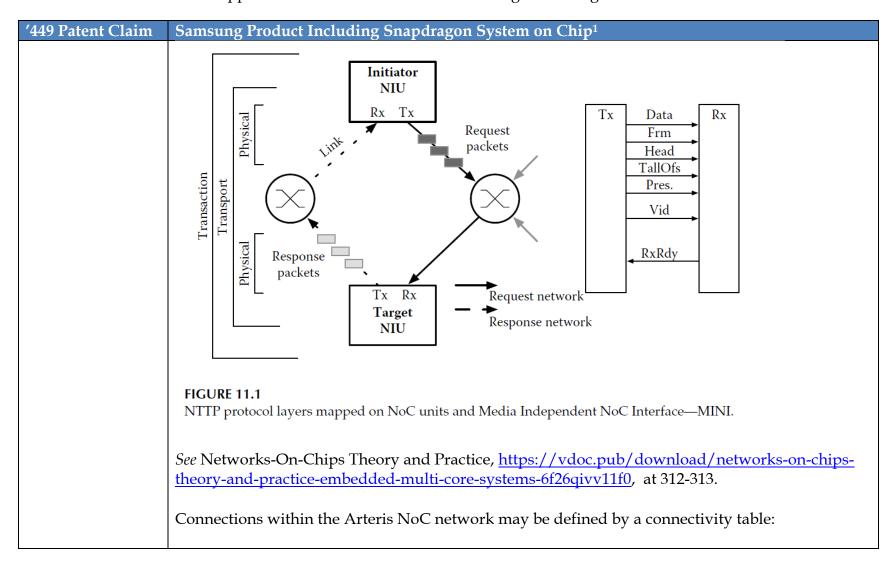


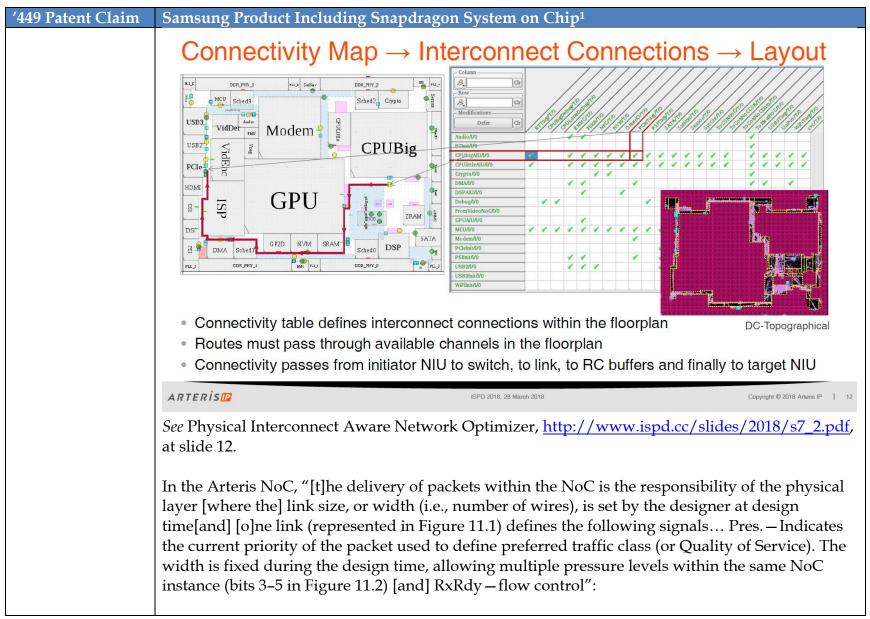
"Apparatus and method for communicating in an integrated circuit"

Samsung Product Including Snapdragon System on Chip¹ '449 Patent Claim exchanged over channels each having a set of connection properties any communication channel being connections via a independently configurable, either literally or under the doctrine of equivalents. network, wherein A large SoC, such as the Snapdragon SoC included in the Samsung product may include multiple said connections classes of Arteris NoC interconnect network: comprises a set of communication channels each Logical Interconnect Topology Development having a set of FLEXNOC & NCORE INTERCONNECT IPS DEFINE ARCHITECTURES connection properties, any communication Ncore Cache Coherent NoC channel being independently Service NoC configurable, Memory NoC P OBS Video NoC ArChip16 Example: Large SoCs have multiple classes of interconnect - Non-coherent, Coherent, Control/Status, Observability, etc. Ncore & FlexNoC interconnects are managed separately from IP blocks, increasing design flexibility ARTERİS 🔟 ISPD 2018. 28 March 2018 Gopyright © 2018 Arteris IP 9 See Physical Interconnect Aware Network Optimizer, http://www.ispd.cc/slides/2018/s7_2.pdf, at slide 9.

U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	The Snapdragon SoC included in the Samsung product utilizes the Arteris NoC to exchange
	messages over connections via a network, wherein said connections comprises a set of
	communication channels that are independently configurable.
	For example, in the the Arteris NoC, "[a]n NTTP transaction is typically made of request packets,
	traveling through the request network between the master and the slave NIUs, and response
	packets that are exchanged between a slave NIU and a master NIU through the response
	network Transactions are handed off to the transport layer, which is responsible for delivering
	packets between endpoints of the NoC (using links, routers, muxes, rated adapters, FIFOs, etc.).
	Between NoC components, packets are physically transported as cells across various interfaces, a
	cell being a basic data unit being transported. This is illustrated in Figure 11.1, with one master
	and one slave node, and one router in the request and response path."





'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	11.3.1.3 Physical Layer
	The delivery of packets within the NoC is the responsibility of the physical layer. Packets, which have been split by the transport layer into cells, are delivered as words that are sent along links. Within a single clock cycle, the physical layer may carry words comprising a fraction of a cell, a single cell, or multiple cells. The link size, or width (i.e., number of wires), is set by the designer at design time and determines the number of cells of one word. NTTP defines five possible link-widths: quarter (QRT), half (HLF), single (SGL), double (DBL), and quad (QUAD). A single-width (SGL) link transmits one cell per clock cycle, a double-width link transmits two cells per clock cycle, and so on. Words travel within point-to-point links, which are independent from other protocol layers: a word is sent through a transmit port, Tx, over a link to a receive port, Rx. The actual number of wires in a link depends on the

"Apparatus and method for communicating in an integrated circuit"

maximum cell-width (header, necker, and data cell) and the link-width. One link (represented in Figure 11.1) defines the following signals:

- Data—Data word of the width specified at design-time.
- Frm—When asserted high, indicates that a packet is being transmitted.
- **Head**—When asserted high, indicates the current word contains a packet header. When the link-width is smaller than single (SGL), the header transmission is split into several word transfers. However, the Head signal is asserted during the first transfer only.
- TailOfs—Packet tail: when asserted high, indicates that the current word contains the last packet cell. When the link-width is smaller than single (SGL), the last cell transmission is split into several word transfers. However, the Tail signal is asserted during the first transfer only.
- **Pres.**—Indicates the current priority of the packet used to define preferred traffic class (or Quality of Service). The width is fixed during the design time, allowing multiple pressure levels within the same NoC instance (bits 3–5 in Figure 11.2).
- **Vld**—Data valid: when asserted high, indicates that a word is being transmitted.
- **RxRdy**—Flow control: when asserted high, the receiver is ready to accept word. When de-asserted, the receiver is busy.

This signal set, which constitutes the Media Independent NoC Interface (MINI), is the foundation for NTTP communications.

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	See Networks-On-Chips Theory and Practice, https://vdoc.pub/download/networks-on-chips-theory-and-practice-embedded-multi-core-systems-6f26qivv11f0 , at 313-314.
	The Snapdragon SoC included in the Samsung product utilizes the Arteris NoC's connections that comprise a set of communication channels each having a set of connection properties, any communication channel being independently configurable.
	For example, as noted above, in the Arteris NoC, "[o]ne link (represented in Figure 11.1) defines the following signals Pres.—Indicates the current priority of the packet used to define preferred traffic class (or Quality of Service) [and] RxRdy—flow control."
	In the Arteris NoC implements Quality of Service (QoS) to "provides a regulation mechanism allowing specification of guarantees on some of the parameters related to the traffic":
	Quality of Service (QoS). The QoS is a very important feature in the interconnect infrastructures because it provides a regulation mechanism allowing specification of guarantees on some of the parameters related to the traffic. Usually the end users are looking for guarantees on bandwidth and/or end-to-end communication latency. Different mechanisms and strategies have been proposed in the literature. For instance, in Æthereal NoC [11,24] proposed by NXP, a TDMA approach allows the specification of two traffic categories [25]: BE and GT.
	In the Arteris NoC, the QoS is achieved by exploiting the signal pressure embedded into the NTTP packet definition (Figures 11.1 and 11.2). The pressure

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	signal can be generated by the IP itself and is typically linked to a certain level of urgency with which the transaction will have to be completed. For example, we can imagine associating the generation of the pressure signal when a certain threshold has been reached in the FIFO of the corresponding IP. This pressure information will be embedded in the NTTP packet at the NIU level: packets that have pressure bits equal to zero will be considered without QoS; packets with a nonzero value of the pressure bit will indicate preferred traffic class.* Such a QoS mechanism offers immediate service to the most urgent inputs and variables, and fair service whenever there are multiple contending inputs of equal urgency (BE). Within switches, arbitration decisions favor preferred packets and allocate remaining bandwidth (after preferred packets are served) fairly to contending packets. When there are contending preferred packets at the same pressure level, arbitration decisions among them are also fair. The Arteris NoC supports the following four different traffic classes:

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	 Real time and low latency (RTLL)—Traffic flows that require the lowest possible latency. Sometimes it is acceptable to have brief intervals of longer latency as long as the average latency is low. Care must be taken to avoid starving other traffic flows as a side effect of pursuing low latency.
	 Guaranteed throughput (GT)—Traffic flows that must maintain their throughput over a relatively long time interval. The actual bandwidth needed can be highly variable even over long intervals. Dynamic pressure is employed for this traffic class.
	• Guaranteed bandwidth (GBW)—Traffic flows that require a guaranteed amount of bandwidth over a relatively long time interval. Over short periods, the network may lag or lead in providing this bandwidth. Bandwidth meters may be inserted onto links in the NoC to regulate these flows, using either of the two methods. If the flow is assigned high pressure, the meter asserts backpressure (flow control) to prevent the flow from exceeding a maximum bandwidth. Alternatively, the meter can modulate the flows pressure (priority) dynamically as needed to maintain an average bandwidth.
	Best effort (BE)—Traffic flows that do not require guaranteed latency or throughput but have an expectation of fairness.

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	*Note that in the NTTP packet, the pressure field allows more then one bit, resulting in multiple levels of preferred traffic.
	Networks-On-Chips Theory and Practice, https://vdoc.pub/download/networks-on-chips-theory-and-practice-embedded-multi-core-systems-6f26qivv11f0 , at 315-316.
	As a further illustration, the Arteris NoC "addresses varied QoS needs in many ways," including "Dynamic Packet Priorities" and "Dynamic Pressure Propagation":
	Arbitration: Dynamic Packet Priorities & Dynamic Pressure Propagation
	Arteris Network on Chip technology addresses these varied QoS needs in many ways: First, the interconnect assigns priorities to transactions to ensure they arrive at the target in the proper order to meet system requirements. Priority levels can be attached to individual packets or to all transactions pending on a socket. The interconnect can also assign Dynamic Packet Priorities at runtime.
	Second, the interconnect can sense when high priority packets may be blocked or slowed due to downstream traffic congestion and can then clear a path for these high priority packets. This technology, called Dynamic Pressure Propagation, is analogous to a fire truck racing down city streets: All traffic pulls to the side of the road to let the fire truck through.
	https://www.arteris.com/end-to-end-quality-of-service-qos

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	As a further illustration, "QoS information may be generated from within the [Arteris] NoC interconnect using Arteris' QoS Generator":
	Bandwidth Limiters and Rate Regulators
	Many times architects will want to implement QoS within their SoC but the QoS prioritization data is not available from the individual IP blocks. In this case, QoS information may be generated from within the NoC interconnect using Arteris' QoS Generator. The QoS Generator can instantiate sophisticated, and software programmable, means to regulate interconnect QoS, including:
	 > Bandwidth Limiters – Bandwidth limiters cause a socket to stop accepting requests when a run-time programmable throughput threshold has been exceeded. > Rate Regulators – Rate regulators cause a socket's transactions to be demoted when a bandwidth threshold is reached. This can be considered a smoother version of the bandwidth limiter because transactions are only demoted instead of stalled.
	https://www.arteris.com/end-to-end-quality-of-service-qos As a further illustration, the Arteris NoC uses "a mechanism called rated adaptation, which stalls packets just enough to remove wait states from the packets, preserving a low latency." For other traffic, the "[b]est effort traffic can be left untouched[,]" "[l]atency sensitive traffic may have its

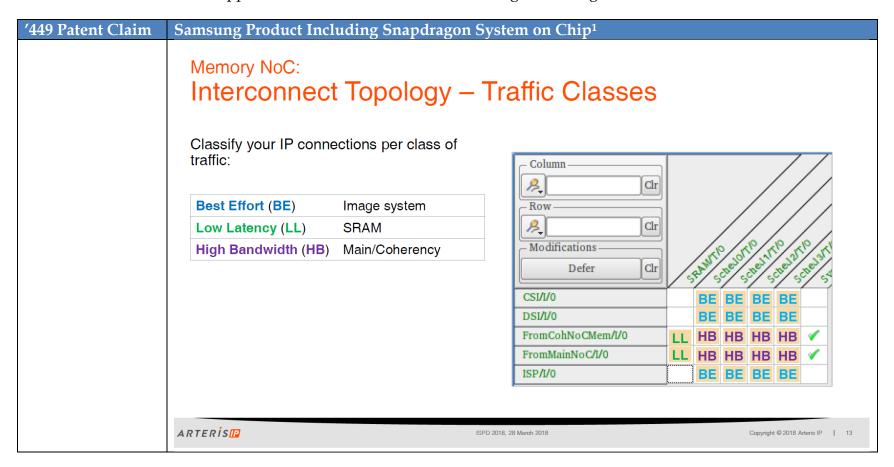
U.S. Patent No. 7,373,449 (Radulescu and Goossens)

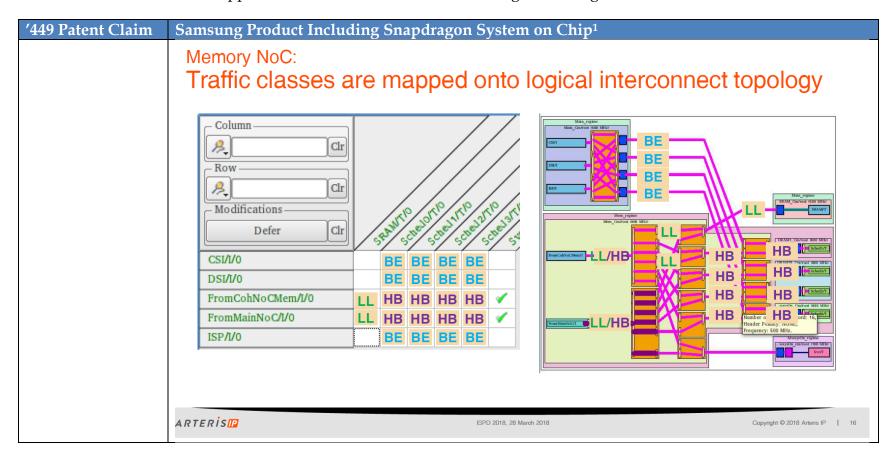
'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
119 Tutent Clum	urgency modulated as a function of the transaction[,]" "[s]oft real-time traffic may have its hurry level modulated as a function of the bandwidth it receives[,]" and "[o]n the real-time modem data port, the hurry is fixed at a critical level":
	Those effects can be mended by the insertion of buffering. In the case of peak bandwidth reduction, a simple FIFO does the job: Busy states present at the output of the FIFO do not propagate back to the input until the FIFO is full. For a peak bandwidth increase, the situation is a bit more complex. In a FIFO, wait states present at the input are only absorbed when the FIFO is not empty. Arteris proposes a mechanism called rate adaptation, which stalls packets just enough to remove wait states from the packets, preserving a low latency. In this second step, the architecture is modified to introduce some buffering. In our example 760 bytes of memory have been distributed across the topology. Some have been put on existing links; some required the creation of new links.
	See Application driven network-on-chip architecture exploration & refinement for a complex SoC, https://www.arteris.com/hs-fs/hub/48858/file-14363521-pdf/docs/springerappdrivennocarchitecture8.5x11.pdf , at pg.16.
	For the other traffic, "the configuration can be done in architecture":

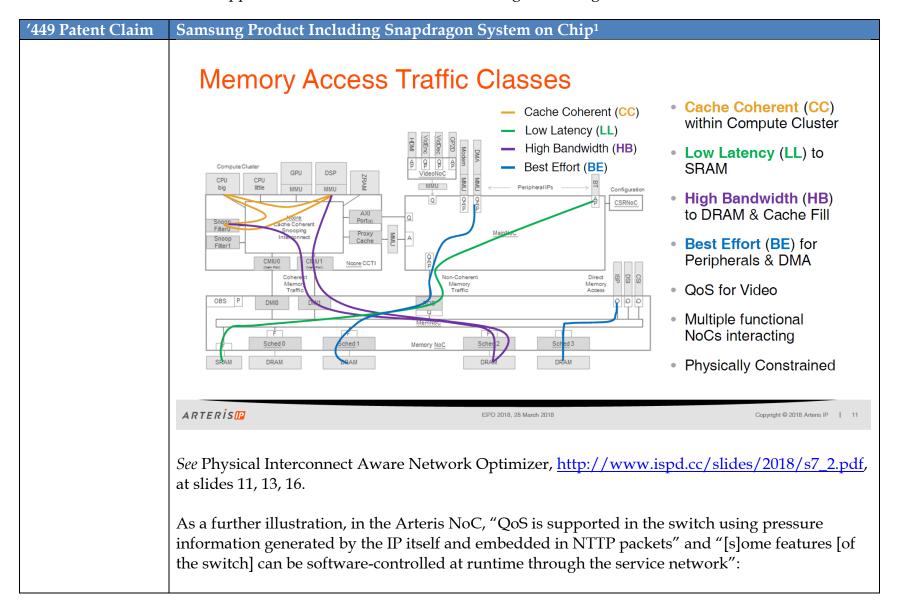
Case 2:22-cv-00481-JRG Document 1-8 Filed 12/19/22 Page 21 of 53 PageID #: 226

U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	 Best effort traffic can be left untouched.
	 Latency sensitive traffic may have its urgency modulated as a function of the transaction:
	Normal for writes and important for reads.
	 Soft real-time traffic may have its hurry level modulated as a function of the bandwidth
	it receives: Critical until a specified bandwidth is obtained on a sliding 4 microsecond
	window, and normal thereafter. These settings are set through configuration registers and
	may be modified while the interconnect is running. The mechanism is called a bandwidth
	regulator.
	 On the real-time modem data port, the hurry is fixed at a critical level.
	<i>Id.</i> at 18.
	As a further illustration, connections within the Arteris NoC may be classified by traffic class and traffic classes may be mapped onto the Arteris interconnect topology:

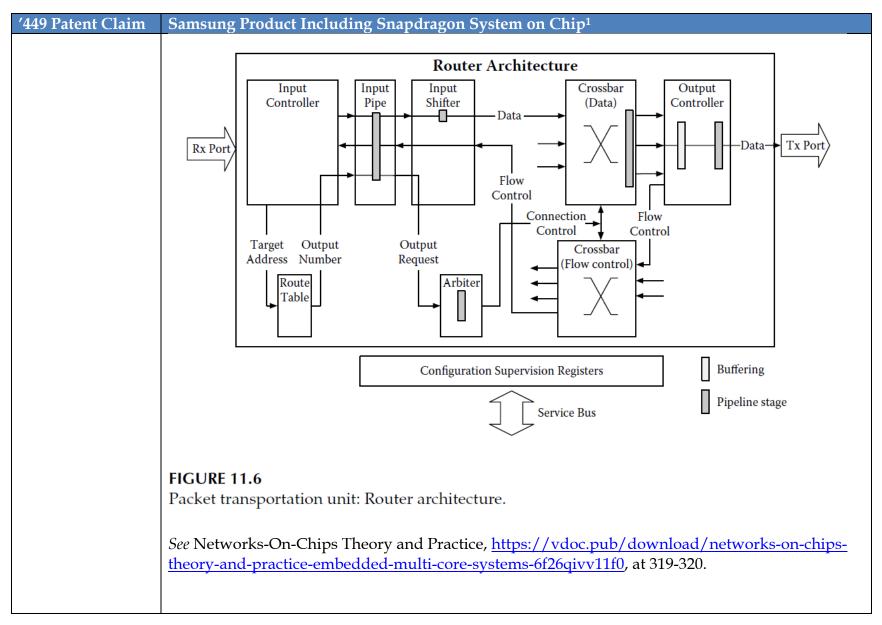






'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	11.3.3.1 Switching
	The switching is done by accepting NTTP packets carried by input ports and forwarding each packet transparently to a specific output port. The switch is characterized with a fully synchronous operation and can be implemented as a full crossbar (up to one data word transfer per port and per cycle), although there is an automatic removal of hardware corresponding to unused input/output port connections (port depletion). The switch uses wormhole routing, for reduced latency, and can provide full throughput arbitration; that is, up to one routing decision per input port and per cycle. An arbitrary number of switches can be connected in cascade, supporting any loopless network topology. The QoS is supported in the switch using the pressure information generated by the IP itself and embedded in NTTP packets. A switch can be configured to meet specific application requirements by setting the MINI-ports (Rx or Tx ports, as defined by the MINI interface introduced earlier) attributes, routing tables, arbitration mode, and pipelining strategy. Some of the features can be software-controlled at runtime through

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	the service network. There is one routing table per Rx port and one arbiter per Tx port. Packet switching consists of the following four stages:
	 Choosing the route—Using relevant information extracted from the packet, the routing table selects a target output port.
	 Arbitrating—Because more than a single input port can request a given output port at a given time, an arbiter selects one request- ing input port per output port. The arbiter maintains input/output connection until the packet completes its transit in the switch.
	3. Switching—Once routing and arbitration decisions have been made, the switch transports each word of the packet from its input port to its output port. The switch implementation employs a full crossbar, ensuring that the switch does not contribute to congestion.
	 Arbiter release—Once the last word of a packet has been pipelined into the crossbar, the arbiter releases the output, making it available for other packets that may be waiting at other input ports.
	The simplified block diagram of the switch architecture is shown in Figure 11.6.



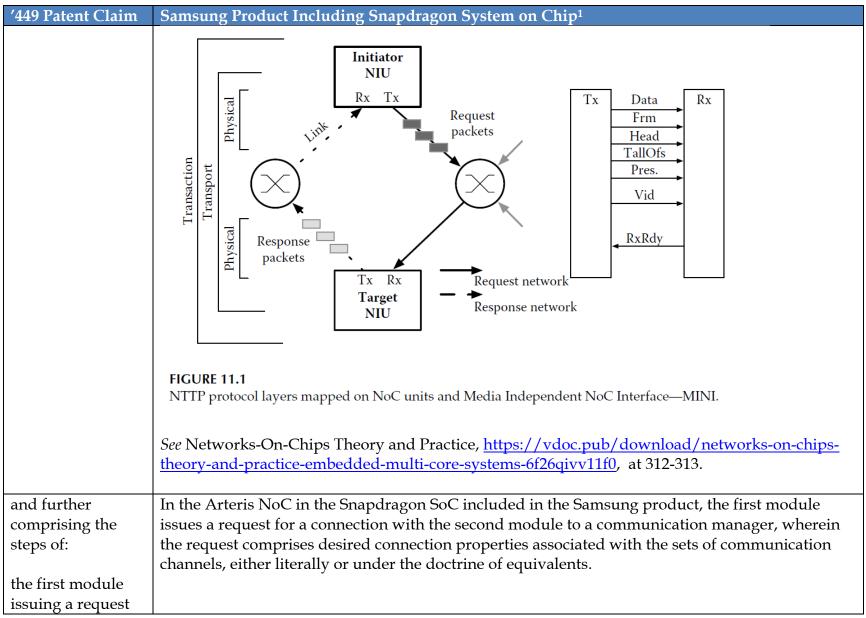
'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	As a further illustration, the "Pres." signal in the NTTP packet "[i]ndicates the current priority of
	the packet used to define preferred traffic class (or Quality of Service). The width is fixed during
	the design time, allowing multiple pressure levels within the same NoC instance (bits 3–5 in
	Figure 11.2)."
	35 29 28 25 24 15 14 5 4 3 0
	Header Info Len Master Address Slave Address Prs Opcode Necker Tag Err Slave offset StartOfs StopOfs
	Data BE Data Byte BE Data Byte BE Data Byte BE Data Byte
	Data BE Data Byte BE Data Byte BE Data Byte BE Data Byte
	Data DD Data Dfc DD Data Dfc DD Data Dfc
	32 31 30 27 26 20 19 14 13 5 4 3 0 Header Rsv Len Info Tag Master Address Prs Opcode
	Header Rsv Len Info Tag Master Address Prs Opcode Data CE Data
	Data CE Data
	Data CE Data
	FIGURE 11.2
	NTTP packet structure.
	See id. at 313, 314.
	As a further illustration, in the Arteris NoC, "the routing tables actually used in the switch are
	parameterizable for each input port of the switch. It is thus possible to use different routing tables
	for each switch input. Routing tables can optionally be programmed via the service network
	interface; in this case, their configuration registers appear in the switch register address map."
	See id. at 322.
	See iii. at 322.
	20

Samsung Product Including Snapdragon System on Chip ¹
Without conceding that the preamble of claim 10 of the '449 Patent is limiting, the Arteris NoC in the Snapdragon SoC included in the Samsung product has connections through the network that support transactions comprising at least one of outgoing messages from the first module to the second module and return messages from the second module to the first module, either literally or under the doctrine of equivalents. For example, in the Arteris NoC used by the Snapdragon SoC included in the Samsung product, "[m]ost transactions require the following two-step transfers," including "[a] master send[ing] request packets" and "the slave return[ing] response packets": 11.3.1.1 Transaction Layer The transaction layer is compatible with bus-based transaction protocols used for on-chip communications. It is implemented in NIUs, which are at the boundary of the NoC, and translates between third-party and NTTP protocols. Most transactions require the following two-step transfers: • A master sends request packets. • Then, the slave returns response packets. As shown in Figure 11.1, requests from an initiator are sent through the master NIU's transmit port, Tx, to the NoC request network, where they are routed to the corresponding slave NIU. Slave NIUs, upon reception of request packets
As shown in Figure 11.1, requests from an initiator are sent through the master NIU's transmit port, Tx, to the NoC request network, where they are routed to

Case 2:22-cv-00481-JRG Document 1-8 Filed 12/19/22 Page 30 of 53 PageID #: 235

U.S. Patent No. 7,373,449 (Radulescu and Goossens)

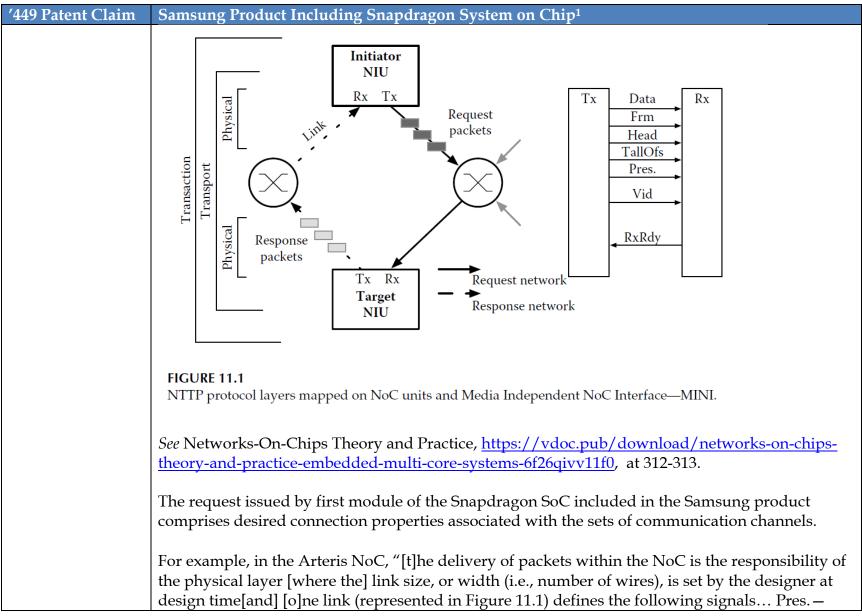
'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	on their receive ports, Rx, translate requests so that they comply with the protocol used by the target third-party IP node. When the target node responds, returning responses are again converted by the slave NIU into appropriate response packets, then delivered through the slave NIU's Tx port to the response network. The network then routes the response packets to the requesting master NIU, which forwards them to the initiator. At the transaction level, NIUs enable multiple protocols to coexist within the same NoC. From the point of view of the NTTP modules, different third-party protocols are just packets moving back and forth across the network.



'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
for a connection	
with the second	The first module of the Snapdragon SoC included in the Samsung product utilizes the Arteris
module to a	NoC to issue a request for a connection with the second module to a communication manager.
communication	
manager, wherein	For example, in the Arteris NoC, "[m]ost transactions require the following two-step transfers,"
the request	including "[a] master send[ing] request packets" and "the slave return[ing] response packets":
comprises desired	
connection	11.3.1.1 Transaction Layer
properties	,
associated with	The transaction layer is compatible with bus-based transaction protocols used
the sets of	for on-chip communications. It is implemented in NIUs, which are at the
communication	boundary of the NoC, and translates between third-party and NTTP proto-
channels;	cols. Most transactions require the following two-step transfers:
	• A magazina and da magazina alasta
	A master sends request packets.
	 Then, the slave returns response packets.
	As shown in Figure 11.1, requests from an initiator are sent through the master
	NIU's transmit port, Tx, to the NoC request network, where they are routed to
	the corresponding slave NIU. Slave NIUs, upon reception of request packets

U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
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'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	Indicates the current priority of the packet used to define preferred traffic class (or Quality of Service). The width is fixed during the design time, allowing multiple pressure levels within the same NoC instance (bits 3–5 in Figure 11.2) [and] RxRdy—flow control":
	11.3.1.3 Physical Layer
	The delivery of packets within the NoC is the responsibility of the physical layer. Packets, which have been split by the transport layer into cells, are delivered as words that are sent along links. Within a single clock cycle, the physical layer may carry words comprising a fraction of a cell, a single cell, or multiple cells. The link size, or width (i.e., number of wires), is set by the designer at design time and determines the number of cells of one word. NTTP defines five possible link-widths: quarter (QRT), half (HLF), single (SGL), double (DBL), and quad (QUAD). A single-width (SGL) link transmits one cell per clock cycle, a double-width link transmits two cells per clock cycle, and so on. Words travel within point-to-point links, which are independent from other protocol layers: a word is sent through a transmit port, Tx, over a link to a receive port, Rx. The actual number of wires in a link depends on the

"Apparatus and method for communicating in an integrated circuit"

maximum cell-width (header, necker, and data cell) and the link-width. One link (represented in Figure 11.1) defines the following signals:

- Data—Data word of the width specified at design-time.
- Frm—When asserted high, indicates that a packet is being transmitted.
- **Head**—When asserted high, indicates the current word contains a packet header. When the link-width is smaller than single (SGL), the header transmission is split into several word transfers. However, the Head signal is asserted during the first transfer only.
- TailOfs—Packet tail: when asserted high, indicates that the current word contains the last packet cell. When the link-width is smaller than single (SGL), the last cell transmission is split into several word transfers. However, the Tail signal is asserted during the first transfer only.
- **Pres.**—Indicates the current priority of the packet used to define preferred traffic class (or Quality of Service). The width is fixed during the design time, allowing multiple pressure levels within the same NoC instance (bits 3–5 in Figure 11.2).
- Vld—Data valid: when asserted high, indicates that a word is being transmitted.
- **RxRdy**—Flow control: when asserted high, the receiver is ready to accept word. When de-asserted, the receiver is busy.

This signal set, which constitutes the Media Independent NoC Interface (MINI), is the foundation for NTTP communications.

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	See Networks-On-Chips Theory and Practice, https://vdoc.pub/download/networks-on-chips-theory-and-practice-embedded-multi-core-systems-6f26qivv11f0 , at 313-314. As a further example, in the Arteris NoC, "QoS is achieved by exploiting the signal pressure embedded into the NTTP packet definition" where the "pressure signal can be generated by the IP itself and is typically linked to a certain level of urgency with which the transaction will have to be completed" and the "pressure information will be embedded in the NTTP packet at the NIU level":
	Quality of Service (QoS). The QoS is a very important feature in the interconnect infrastructures because it provides a regulation mechanism allowing specification of guarantees on some of the parameters related to the traffic. Usually the end users are looking for guarantees on bandwidth and/or end-to-end communication latency. Different mechanisms and strategies have been proposed in the literature. For instance, in Æthereal NoC [11,24] proposed by NXP, a TDMA approach allows the specification of two traffic categories [25]: BE and GT. In the Arteris NoC, the QoS is achieved by exploiting the signal pressure embedded into the NTTP packet definition (Figures 11.1 and 11.2). The pressure

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	signal can be generated by the IP itself and is typically linked to a certain level of urgency with which the transaction will have to be completed. For example, we can imagine associating the generation of the pressure signal when a certain threshold has been reached in the FIFO of the corresponding IP. This pressure information will be embedded in the NTTP packet at the NIU level: packets that have pressure bits equal to zero will be considered without QoS; packets with a nonzero value of the pressure bit will indicate preferred traffic class.* Such a QoS mechanism offers immediate service to the most urgent inputs and variables, and fair service whenever there are multiple contending inputs of equal urgency (BE). Within switches, arbitration decisions favor preferred packets and allocate remaining bandwidth (after preferred packets are served) fairly to contending packets. When there are contending preferred packets at the same pressure level, arbitration decisions among them are also fair. The Arteris NoC supports the following four different traffic classes:

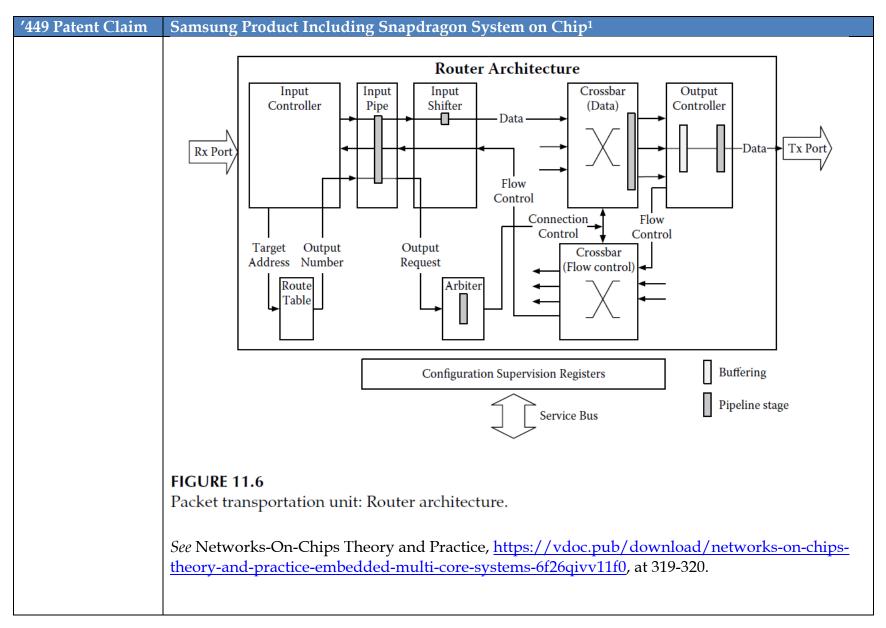
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	 Real time and low latency (RTLL)—Traffic flows that require the lowest possible latency. Sometimes it is acceptable to have brief intervals of longer latency as long as the average latency is low. Care must be taken to avoid starving other traffic flows as a side effect of pursuing low latency.
	 Guaranteed throughput (GT)—Traffic flows that must maintain their throughput over a relatively long time interval. The actual bandwidth needed can be highly variable even over long intervals. Dynamic pressure is employed for this traffic class.
	• Guaranteed bandwidth (GBW)—Traffic flows that require a guaranteed amount of bandwidth over a relatively long time interval. Over short periods, the network may lag or lead in providing this bandwidth. Bandwidth meters may be inserted onto links in the NoC to regulate these flows, using either of the two methods. If the flow is assigned high pressure, the meter asserts backpressure (flow control) to prevent the flow from exceeding a maximum bandwidth. Alternatively, the meter can modulate the flows pressure (priority) dynamically as needed to maintain an average bandwidth.
	Best effort (BE)—Traffic flows that do not require guaranteed latency or throughput but have an expectation of fairness.

U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	*Note that in the NTTP packet, the pressure field allows more then one bit, resulting in multiple levels of preferred traffic.
	35 29 28 25 24 15 14 5 4 3 0
	Data BE Data Byte BE Data Byte BE Data Byte BE Data Byte 32 31 30 27 26 20 19 14 13 5 4 3 0 Header Data Rsv Len Info Tag Master Address Prs Opcode Data Data Data Data Data Data
	FIGURE 11.2 NTTP packet structure. Networks-On-Chips Theory and Practice, https://vdoc.pub/download/networks-on-chips-theory-and-practice-embedded-multi-core-systems-6f26qivv11f0 , at 313, 315-316.
	As a further example, in the Arteris NoC, "QoS is supported in the switch using pressure information generated by the IP itself and embedded in NTTP packets" and the router architecture includes blocks such as "Input Controller," "Flow Control," "Crossbar (Flow control)" "Route Table" and "Arbiter":

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
	11.3.3.1 Switching
	The switching is done by accepting NTTP packets carried by input ports and forwarding each packet transparently to a specific output port. The switch is characterized with a fully synchronous operation and can be implemented as a full crossbar (up to one data word transfer per port and per cycle), although there is an automatic removal of hardware corresponding to unused input/output port connections (port depletion). The switch uses wormhole routing, for reduced latency, and can provide full throughput arbitration; that is, up to one routing decision per input port and per cycle. An arbitrary number of switches can be connected in cascade, supporting any loopless network topology. The QoS is supported in the switch using the pressure information generated by the IP itself and embedded in NTTP packets. A switch can be configured to meet specific application requirements by setting the MINI-ports (Rx or Tx ports, as defined by the MINI interface introduced earlier) attributes, routing tables, arbitration mode, and pipelining strategy. Some of the features can be software-controlled at runtime through

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	the service network. There is one routing table per Rx port and one arbiter per Tx port. Packet switching consists of the following four stages:
	 Choosing the route—Using relevant information extracted from the packet, the routing table selects a target output port.
	 Arbitrating—Because more than a single input port can request a given output port at a given time, an arbiter selects one request- ing input port per output port. The arbiter maintains input/output connection until the packet completes its transit in the switch.
	3. Switching—Once routing and arbitration decisions have been made, the switch transports each word of the packet from its input port to its output port. The switch implementation employs a full crossbar, ensuring that the switch does not contribute to congestion.
	 Arbiter release—Once the last word of a packet has been pipelined into the crossbar, the arbiter releases the output, making it available for other packets that may be waiting at other input ports.
	The simplified block diagram of the switch architecture is shown in Figure 11.6.

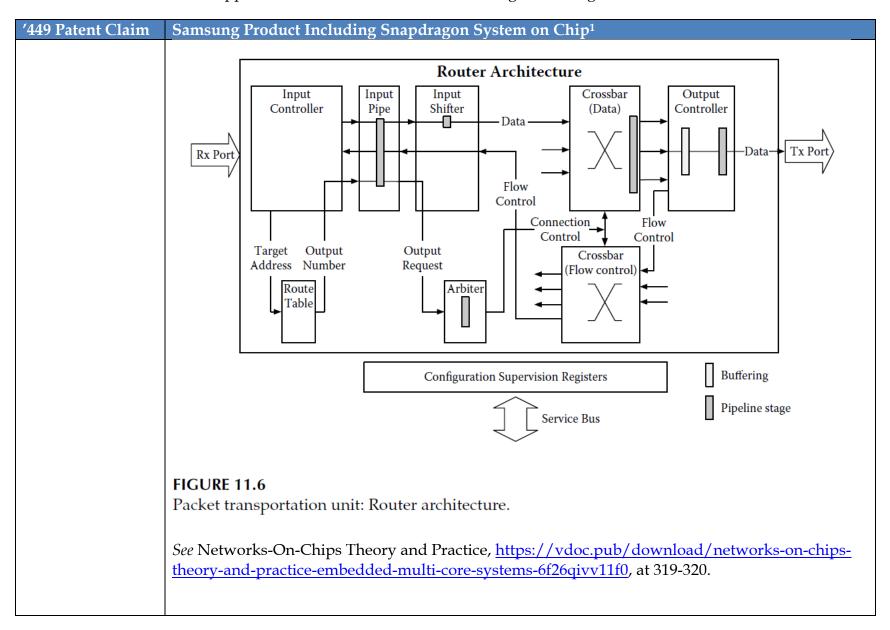


U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
the	In the Arteris NoC in the Snapdragon SoC included in the Samsung product, the communication
communication	manager forwards the request to a resource manager and the resource manager determines
manager	whether a target connection with the desired connection properties is available, either literally or
forwarding the	under the doctrine of equivalents.
request to a	
resource manager;	For example, in the Arteris NoC used by Snapdragon SoC included in the Samsung product, "QoS
the resource	is supported in the switch" which "choos[es] the route" using a "routing table"; "arbitrat[es]"; and
manager	"switch[es]" and the router architecture includes blocks such as "Input Controller," "Flow
determining	Control," "Crossbar (Flow control)" "Route Table" and "Arbiter":
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available;	

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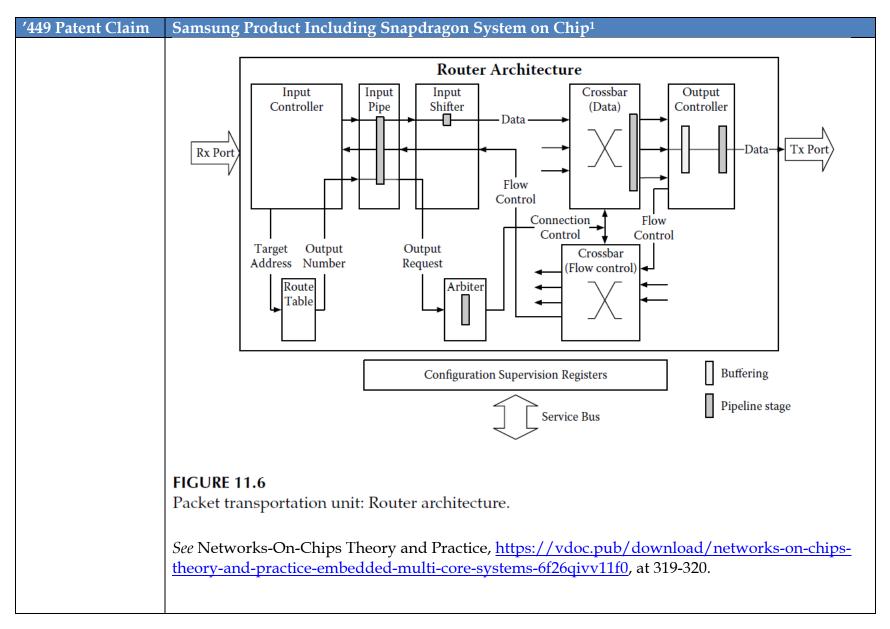
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	As a further illustration, in the Arteris NoC, "the pressure information used to define the preferred traffic class (QoS) of the requesting inputs [t]he pressure information is given top priority by the switch arbiter" and "the input controller extracts pertinent data from packet headers, forwards it to the routing table, fetches back the target output number, and then sends a request to the arbiter. After arbitration is granted, the input controller transmits the rest of the packet to the crossbar. The request to the arbiter is sustained as long as the last word of the packet has not been transferred. Upon transferring the last cell of the packet, the arbiter is allowed to select a new input."
	See Networks-On-Chips Theory and Practice, https://vdoc.pub/download/networks-on-chips-theory-and-practice-embedded-multi-core-systems-6f26qivv11f0 , at 321, 322.
the resource manager responding with the availability of	In the Arteris NoC in the Snapdragon SoC included in the Samsung product, the resource manager responds with the availability of the target connection to the communication manager, either literally or under the doctrine of equivalents.
the target connection to the communication manager; and	For example, in the Arteris NoC used by the Snapdragon SoC included in the Samsung product, "the pressure information used to define the preferred traffic class (QoS) of the requesting inputs [t]he pressure information is given top priority by the switch arbiter" and "the input controller extracts pertinent data from packet headers, forwards it to the routing table, fetches back the target output number, and then sends a request to the arbiter. After arbitration is granted, the input controller transmits the rest of the packet to the crossbar. The request to the arbiter is sustained as long as the last word of the packet has not been transferred. Upon transferring the last cell of the packet, the arbiter is allowed to select a new input."
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U.S. Patent No. 7,373,449 (Radulescu and Goossens)

'449 Patent Claim	Samsung Product Including Snapdragon System on Chip ¹
11) I atent Claim	As a further illustration, in the Arteris NoC, "[t]he arbiter ensures that the connection matrix (a row per input and a column per output) contains at most one connection per column, that is, a given output is not fed by two inputs at the same time. The dual guarantee — at most one connection per row — is handled by the input controller. Each output has an arbiter that includes prefiltering. For maximum flexibility, each port can specify its own arbiter from the list of available arbiters (random, round robin, LRU, FIFO, or fixed priority)." Id. at 322-323.
the target connection between the first and second	In the Arteris NoC in the Snapdragon SoC included in the Samsung product, the target connection between the first and second module is established based on the available properties of said communication channels of said connection, either literally or under the doctrine of equivalents.
module being established based on the available properties of said communication channels of said connection.	For example, in the Arteris NoC used by the Snapdragon SoC included in the Samsung product, "QoS is supported in the switch" which "choos[es] the route" using a "routing table"; "arbitrat[es]"; and "switch[es]":

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	granted, the input controller transmits the rest of the packet to the crossbar. The request to the
	arbiter is sustained as long as the last word of the packet has not been transferred. Upon
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	theory-and-practice-embedded-multi-core-systems-6f26qivv11f0, at 321, 322.
	As a further illustration, in the Arteris NoC, "[t]he arbiter ensures that the connection matrix (a
	row per input and a column per output) contains at most one connection per column, that is, a given output is not fed by two inputs at the same time. The dual guarantee — at most one connection per row — is handled by the input controller. Each output has an arbiter that includes prefiltering. For maximum flexibility, each port can specify its own arbiter from the list of available arbiters (random, round robin, LRU, FIFO, or fixed priority)."
	<i>Id.</i> at 322-323.
	As a further illustration, in the Arteris NoC, "[t]he crossbar implements datapath connection between inputs and outputs. It uses the connection matrix produced by the arbiter to determine which connections must be established. It is equivalent to a set of m muxes (one per output port), each having n inputs (one per input port)."
	<i>Id.</i> at 323.